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1 [Seeing, hearing, and touching: putting it all together](#)

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.64 MB\)](#)

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2 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Publisher: IBM Press

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial communication patterns.

3 [Understanding fault-tolerant distributed systems](#)

Flavin Cristian

February 1991 **Communications of the ACM**, Volume 34, Issue 2

Publisher: ACM Press

Full text available: [pdf\(6.17 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

4 [High dynamic range imaging](#)

Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: [pdf\(20.22 MB\)](#)

Additional Information: [full citation](#), [abstract](#)


Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent advances in high-dynamic-range imaging, from capture to display, that remove this restriction, thereby enabling images to represent the color gamut and dynamic range of the original scene rather than the limited subspace imposed by current monitor technology.

5 Distributed systems - programming and management: On remote procedure call

Patricia Gomes Soares

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2**

Publisher: IBM Press

Full text available:  pdf(4.52 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone structure of the mechanisms that support it. An overview of works in supporting these mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suitability, are studied. The main contributions of this paper are a standard view and classification of RPC mechanisms according to different perspectives, a snapshot of the paradigm in use today and of goals for the future.

6 The state of the art in locally distributed Web-server systems

 Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.41 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic change in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article discusses...


Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

7 The consensus problem in fault-tolerant computing

 Michael Barborak, Anton Dahbura, Minoslaw Malek

June 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 2


Publisher: ACM Press

Full text available:  pdf(4.80 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


Keywords: Byzantine agreement, consensus problem, decision theory, processor membership, system diagnosis

8 A taxonomy of computer program security flaws

 Carl E. Landwehr, Alan R. Bull, John P. McDermott, William S. Choi

September 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 3

Publisher: ACM Press

Full text available:  pdf(3.81 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

An organized record of actual flaws can be useful to computer system designers, programmers, analysts, administrators, and users. This survey provides a taxonomy for computer program security flaws, with an Appendix that documents 50 actual security flaws. These flaws have all been described previously in the open literature in widely separated places. For those new to the field of computer security, they provide a good introduction to the characteristics of security flaws and how they occur.

Keywords: error/defect classification, security flaw, taxonomy

9 A survey of research and practices of Network-on-chip

Tobias Bjerregaard, Shankar Mahadevan

June 2006 **ACM Computing Surveys (CSUR)**, Volume 38 Issue 1



Publisher: ACM Press

Full text available: pdf(1.41 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

- 7 The scaling of microchip technologies has enabled large scale systems-on-chip (SoC). Network-on-chip (NoC) research addresses global communication in SoC, involving (i) a move from computation-centric to communication-centric design and (ii) the implementation of scalable communication structures. This survey presents a perspective on existing NoC research. We define the following abstractions: system, network adapter, network, and link to explain and structure the fundamental concepts. First, r ...

Keywords: Chip-area networks, GALS, GSI design, NoC, OCP, SoC, ULSI design, communication abstraction: communication-centric design, interconnects, network-on-chip, on-chip communication, sockets, system-on-chip

10 Power reduction techniques for microprocessor systems



Vasanth Venkatachalam, Michael Franz

September 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 3

Publisher: ACM Press

Full text available: pdf(602.33 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Power consumption is a major factor that limits the performance of computers. We survey the "state of the art" techniques that reduce the total power consumed by a microprocessor system over time. These techniques are applied at various levels ranging from circuits to architectures, architectures to system software, and system software to applications. They also include holistic approaches that will become more important over the next decade. We conclude that power management is a ...

Keywords: Energy dissipation, power reduction

11 Third Generation Computer Systems



Peter J. Denning

December 1971 **ACM Computing Surveys (CSUR)**, Volume 3 Issue 4

Publisher: ACM Press

Full text available: pdf(3.52 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The common features of third generation operating systems are surveyed from a general view, with emphasis on the common abstractions that constitute at least the basis for a "theory" of operating systems. Properties of specific systems are not discussed except where examples are useful. The technical aspects of issues and concepts are stressed, the nontechnical aspects mentioned only briefly. A perfunctory knowledge of third generation systems is presumed.

12 Parallel logic simulation of VLSI systems



Mary L. Bailey, Jack V. Briner, Roger D. Chamberlain

September 1994 **ACM Computing Surveys (CSUR)**, Volume 26 Issue 3

Publisher: ACM Press

Full text available: pdf(3.74 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Fast, efficient logic simulators are an essential tool in modern VLSI system design. Logic simulation is used extensively for design verification prior to fabrication, and as VLSI systems grow in size, the execution time required by simulation is becoming more and more significant. Faster logic simulators will have an appreciable economic impact, speeding time to market while ensuring more thorough system design testing. One approach to this problem is to utilize parallel processing, taking ...

Keywords: circuit structure, parallel architecture, parallelism, partitioning, synchronization algorithm, timing granularity

13 Experiences of building an ATM switch for the local area



Richard Black, Ian Leslie, Derek McAuley

October 1994 **ACM SIGCOMM Computer Communication Review, Proceedings of the conference on Communications architectures, protocols and applications SIGCOMM '94**, Volume 24 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.12 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Fairisle project was concerned with ATM in the local area. An earlier paper [9] described the preliminary plans and plans for the project. Here we present the experiences we have had with the Fairisle network, describing implementation has changed over the life of the project, the lessons learned, and some conclusions about the so far.

14 Practical experiences in interconnecting LANs via satellite

 Nedo Celandroni, Erina Ferro, Francesco Potorti, Alessandro Bellini, Franco Pirri
October 1995 **ACM SIGCOMM Computer Communication Review**, Volume 25 Issue 5

Publisher: ACM Press

Full text available:  pdf(1.12 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


We present an experiment in interconnecting LANs via a satellite link and describe the individual components involved in the experiment. The project was developed in two phases: a) design and realisation of a satellite scheme that supports real-time and non real-time traffic with a signal fading countermeasure, called FODA/IE TDMA; b) interconnection of LANs where real-time and non real-time applications run. The experiment was presented the first time in June 1994 as a demo in which th ...

Keywords: TDMA fade countermeasure, satellite, satellite LAN interconnection, satellite videoconference

15 High-speed local area networks and their performance: a survey

 Bandula W. Abeyesundara, Ahmed E. Kamal
June 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 2

Publisher: ACM Press

Full text available:  pdf(3.83 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


At high data transmission rates, the packet transmission time of a local area network (LAN) could become comparable to or less than the medium propagation delay. The performance of many LAN schemes degrades rapidly when the packet transmission time becomes small comparative to the medium propagation delay. This paper introduces LANs and discusses the performance degradation of LANs at high speeds. It surveys recently proposed LAN schemes designed to operate at high data rates, including the ...

Keywords: access schemes, computer networks, data communication, medium access protocols, optical fibre networks

16 Implicit coscheduling: coordinated scheduling with implicit information in distributed systems

 Andrea Carol Arpaci-Dusseau
August 2001 **ACM Transactions on Computer Systems (TOCS)**, Volume 19 Issue 3

Publisher: ACM Press

Full text available:  pdf(1.83 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


In modern distributed systems, coordinated time-sharing is required for communicating processes to leverage performance of switch-based networks and low-overhead protocols. Coordinated time-sharing has traditionally been achieved with gang scheduling or explicit coscheduling, implementations of which often suffer from many deficiencies: multiple points of failure, high context-switch overheads, and poor interaction with client-server, interactive, and I/O-intensive workloads. I ...

Keywords: clusters, coscheduling, gang scheduling, networks of workstations, proportional-share scheduling phase waiting

17 The pixel machine: a parallel image computer

 Michael Potmesil, Eric M. Hoffert
July 1989 **ACM SIGGRAPH Computer Graphics, Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3


Publisher: ACM Press

• Full text available:  pdf(3.12 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We describe the system architecture and the programming environment of the Pixel Machine - a parallel image computer with a distributed frame buffer. The architecture of the computer is based on an array of asynchronous MIMD nodes with parallel access to a large frame buffer. The machine consists of a pipeline of *pipe nodes* which execute sequential algorithms and an array of $m \times n$ pixel nodes which execute parallel algorithms. A *pipe node* directly accesses the ...

18 Shared memory computing on clusters with symmetric multiprocessors and system area networks

 Leonidas Kontothanassis, Robert Stets, Galen Hunt, Umit Rencuzogullari, Gautam Altekar, Sandhya Dwarkadas, Michael L. Scott
August 2005 **ACM Transactions on Computer Systems (TOCS)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available:  pdf(918.28 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Cashmere is a software distributed shared memory (S-DSM) system designed for clusters of server-class machines. It is distinguished from most other S-DSM projects by (1) the effective use of fast user-level messaging, as provided by modern system-area networks, and (2) a "two-level" protocol structure that exploits hardware coherence within multiprocessor nodes. Fast user-level messages change the tradeoffs in coherence protocol design; they allow Cashmere to employ a relatively simple ...

Keywords: Distributed shared memory, relaxed consistency, software coherence

19 Performance analysis of a multimedia synchronization mechanism based on buffer compensation in a mobile environment

 Aurelio La Corte, Alfio Lombardo, Sergio Palazzo
January 2000 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 4 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.63 MB)


Additional Information: [full citation](#), [abstract](#), [index terms](#)

In a mobile communication system network performance varies considerably when handovers occur. This occurrence strongly impacts the design of the buffer compensation based techniques usually used in the fixed communication environments for minimizing probability of asynchronism between the different media components of a multimedia session. This paper provides an analytical paradigm for dimensioning synchronization buffers at the interface node between the wired and the wireless networks when network ...

20 Program transformation and runtime support for threaded MPI execution on shared-memory machines

 Hong Tang, Kai Shen, Tao Yang
July 2000 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available:  pdf(352.21 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Parallel programs written in MPI have been widely used for developing high-performance applications on various platforms. Because of a restriction of the MPI computation model, conventional MPI implementations on shared-memory machines map each MPI node to an OS process, which can suffer serious performance degradation in the presence of multiprogramming. This paper studies compile-time and runtime techniques for enhancing the performance portability of MPI code running on multiprogrammed shared-memory machines ...

Keywords: MPI, lock-free synchronization, multiprogrammed environments, program transformation, shared-memory machines, threaded execution



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IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

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 4-6 Oct. 1995 Page(s):175 - 181
 Digital Object Identifier 10.1109/WFCS.1995.482697
[AbstractPlus](#) | Full Text: [PDF\(656 KB\)](#) IEEE CNF
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 Adams, N.J.; Chlouverakis, K.; Al-Aswad, K.; Hurtado, A.; Henning, I.D.;
[Transparent Optical Networks, 2005. Proceedings of 2005 7th International Conference](#)
 Volume 2, 3-7 July 2005 Page(s):91 - 96 Vol. 2
 Digital Object Identifier 10.1109/ICTON.2005.1506106
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 Xue Jun Meng; Wu, M.C.;
[Optical Fiber Communication Conference and Exhibit, 1998. OFC '98., Technical Digest](#)
 22-27 Feb. 1998 Page(s):356 - 358
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 Kashima, N.; Watanabe, M.;
[Lightwave Technology, Journal of](#)
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[Microwave Theory and Techniques, IEEE Transactions on](#)
 Volume 50, Issue 12, Dec. 2002 Page(s):3064 - 3069
 Digital Object Identifier 10.1109/TMTT.2002.805290
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modelocked master laser

Ogusu, M.; Inagaki, K.; Ohira, T.; Ogura, I.; Yokoyama, H.;

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Volume 37, Issue 14, 5 July 2001 Page(s):889 - 890

Digital Object Identifier 10.1049/el:20010505

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Murata, K.; Otsuji, T.; Yamane, Y.;

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Brito, R.; Bumiller, G.; Yeqiong Song;

[Power Line Communications and Its Applications, 2005 International Symposium on](#)

6-8 April 2005 Page(s):331 - 335

Digital Object Identifier 10.1109/ISPLC.2005.1430525

[AbstractPlus](#) | Full Text: [PDF](#)(1743 KB) IEEE CNF[Rights and Permissions](#)**9. Remote provisioning of a reconfigurable WDM multichannel add/drop multiplexer**

Gaudino, R.; Blumenthal, D.J.;

[Photonics Technology Letters, IEEE](#)

Volume 11, Issue 8, Aug. 1999 Page(s):1060 - 1062

Digital Object Identifier 10.1109/68.775346

[AbstractPlus](#) | [References](#) | Full Text: [PDF](#)(112 KB) IEEE JNL[Rights and Permissions](#)**10. Optical transmitter using side-mode injection locking for high-speed photonic LANs**

Kashima, N.; Yamaguchi, S.; Ishii, S.;

[Lightwave Technology, Journal of](#)

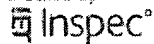
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L1	1	masters same slaves same alter\$4 same ((sub adj master) or submaster)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/08/02 16:51
L2	8	primary and (vlans or (virtual adj local adj area adj network)) and (fibre adj channel)	USPAT	OR	ON	2006/08/02 16:59
L3	110	(vlan or (virtual adj local adj area adj network)) same gateway	USPAT	OR	ON	2006/08/02 17:00
L4	4	(vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)".CLM"	USPAT	OR	ON	2006/08/02 17:00
L5	1	(vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol).clm.	USPAT	OR	ON	2006/08/02 17:02
L6	0	SANCASTLE-TECHNOLOGIES-LTD. as. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol).clm.	USPAT	OR	ON	2006/08/02 17:02
L7	0	SANCASTLE-TECHNOLOGIES-LTD. as. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:03
L8	0	CZEIGER-MOSHE.in. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:03
L9	0	FLINT-YOAV.in. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:04
L10	0	ALEXANDROVICH-ILYA.in. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:04
L11	0	GISSIN-VICTOR.in. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:04
L12	0	LIEBMAN-MARK.in. and (vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:04

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L13	26	(vlans or (virtual adj local adj area adj network)) and (fibre adj channel)	USPAT	OR	ON	2006/08/02 17:05
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S503	26	masters same slaves same((sub adj master) or submaster)	USPAT	OR	ON	2005/01/28 16:52
S504	13	masters same slaves same((sub adj master) or submaster) and alter\$4	USPAT	OR	ON	2005/01/28 17:06
S505	8	masters same slaves same((sub adj master) or submaster) and alter\$4 and bus	USPAT	OR	ON	2005/01/28 17:07
S506	8	masters and slaves same((sub adj master) or submaster) and alter\$4 and bus	USPAT	OR	ON	2005/01/28 17:08
S507	13	masters and slaves same((sub adj master) or submaster) and alter\$4	USPAT	OR	ON	2005/01/28 17:08
S508	23	masters and slaves and((sub adj master) or submaster) and alter\$4	USPAT	OR	ON	2005/01/28 17:11
S509	2	(vlan or (virtual adj local adj area adj network)) same (fibre adj channel)	USPAT	OR	ON	2005/02/04 18:12
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S53 1	1	(vlan or (virtual adj local adj area adj network)) and (fibre adj channel adj protocol) and gateway	USPAT	OR	ON	2005/02/05 16:47
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S53 6	966	(vlan or (virtual adj local adj area adj network)) same] gateway and (fibre adj channel)	USPAT	OR	ON	2005/02/05 16:48
S53 7	0	(vlan or (virtual adj local adj area adj network)) same gateway and (fibre adj channel)	USPAT	OR	ON	2005/02/05 16:48
S53 8	702	(vlan or (virtual adj local adj area adj network)) and gateway and (fibre adj channel)	USPAT	OR	ON	2005/02/05 16:48
S53 9	5	(vlan or (virtual adj local adj area adj network)) and gateway and (fibre adj channel)	USPAT	OR	ON	2005/02/05 16:51
S54 0	24	(vlan or (virtual adj local adj area adj network)) with gateway	USPAT	OR	ON	2005/02/05 16:51
S54 1	6	(vlan or (virtual adj local adj area adj network)) with gateway and 709/2\$\$ccls.	USPAT	OR	ON	2005/02/05 17:11
S54 2	0	(vlan or (virtual adj local adj area adj network)) with gateway and 709/2\$\$ccls. and (fibre adj channel)	USPAT	OR	ON	2005/02/05 17:11
S54 3	1	(vlan or (virtual adj local adj area adj network))and (fibre adj channel adj protocol)	USPAT	OR	ON	2006/08/02 17:00